

Abstract

Self-help or do-it-yourself productions of collegiate athletic contests are generated by the originating institution, and the recorded production is sent by overnight courier to a central digital clearing house. Alternatively, the production can be live and transmitted as streamlined video data to the clearing house. At the clearing house the contents of the recording are loaded onto a computer processor and the video and audio channels are digitally processing to prepare the program for digital storage and retransmission. The content is stored in a digital memory arrangement with capacity sufficient for storing a multiplicity of these video recordings. A web transmitter processor transmits the video recordings of these events to subscribers on demand over wide-band, high-speed Internet connections. The games or meets can be selected by the subscriber, which are indexed in categories including originating institution, type of event, and date of event. The events may also be webcast live or near-real-time, as well as archived.